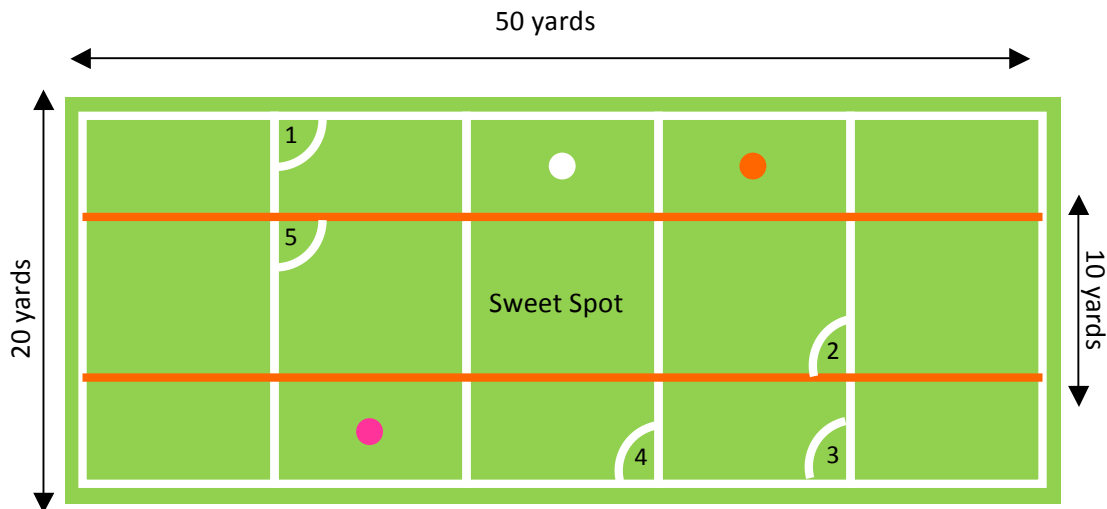


Spaced Out Rules: Level 1



Field Set Up:

- It is suggested that this game be played last, so that the white painted arc's do not distract human competitors during other games. This, however, is not a necessity especially for experienced players.
- Tie a string to a can of white spray paint. Measure off three feet of string with the paint can being at one end of the piece of string.
- Place the end of the string at the vertex of each throwing zone indicated above by the numbered, flat, pink field cone.
- Using the white spray can, create 5 arc's as indicated by the field diagram above.
- Using white spray paint, write the number in each throwing zone (arc) as indicated above
- Using pink spray paint, create a solid circle (about 3 ft in diameter) in the middle of the catch zone as indicated above.
- Using orange spray paint, create a solid circle (about 3 ft in diameter) in the middle of the catch zone as indicated above.
- Using white spray paint, create a solid circle (about 3 ft in diameter) in the middle of the catch zone as indicated above.
- If you are unable to use these particular colors, try to use three different colors to differentiate the different catch zones. **You may use shapes other than circles to delineate the catch zones.**

Object of the game:

- Complete catches in each of four rectangular catch zones to receive the Spaced Out bonus. Repeat to receive as many spaced out bonuses as you can in the 60 second time limit.

Spaced Out Rules:

- Teams are allowed up to eight discs.
- When it is the team's turn, the human must see the head judge and roll a dice. The number rolled indicates the throwing zone that the human must throw from. If a six is rolled, the human earns "players choice" and may choose any of the five throwing zones to throw from.

- The human must release all throws and/or rollers with a minimum of one foot within the throwing zone defined by the combined perimeter of the painted arc and the straight lines of the rectangular zone. Due to the smaller throwing zone in this game, a foot on the line will be considered “within the throwing zone”. This is the one UpDog game where the line is the human’s “friend” as well as the dog’s “friend”.
- Dog must start from within the same rectangular zone that the handler must throw from.
- When the team is ready to begin their round, the handler will signal to the judge with a thumbs up. The announcer will say (or begin the audio track) “Ready, Set, Go”. Time begins with the “g” in “Go”. Discs thrown by the handler prior to the “g” in Go (Ready, Set, Go) are not “in play” and will not be scored.
- Teams receive 5 points for every catch of a roller or throw made within each of the four rectangular Spaced Out “catch” zones (indicated by the spray painted circles). The “catch zone” is the entire rectangle, not just the painted circle. The painted circle or dot is just to label the zone and make it easier for the handler to identify it as they are playing the game.
- A team may not repeat a catch in the same zone two times in a row. They must complete a catch in a different zone before returning and repeating a catch in the same zone. If the team does repeat a catch in the same zone without attempting a catch in a different zone, there is no penalty, but the team does not receive points and time continues to elapse.
- The atmosphere above the field is not part of the field. Objects (humans, discs, or humans) occupying the atmosphere above the field will be marked and scored in the zone in which they land.
- If the dog lands while straddling two catch zones, (“straddling two zones” is defined as some paws landing in one zone and some paws landing in another zone.) the judge will mark the catch as being made in the zone where the disc was at time of catch.
- Objects (discs and dogs) under control of the human handler will be considered in the zone that the handler occupies.
- The dog only needs one paw in a catch zone to complete a catch. The judge should make every effort to quickly announce which zone the catch was scored in so that the human receives the feedback they need to “Space Out”.
- Teams may throw to any zone they choose (without repeating zones twice in a row (see above)).
- At any time, the handler may leave the throwing zone to retrieve discs, gather their dog, or chat it up with friends. Time continues to elapse however, and all throws must be made with at least one foot within the designated throwing zone.
- When the team completes a catch in all four catch zones (indicated by the spray painted circles), they receive a Spaced Out bonus of 25 points. All catches count towards the first “Spaced Out” bonus until a catch is completed in all four catch zones. Once this occurs, the judge will announce, “Spaced Out” and the player may attempt to complete a catch in all four zones again earning additional “Spaced Out” bonuses in the same manner.
- Example Scenario: Team completes a catch in three of the four zones (15 points) then misses the fourth zone but lands in a catch zone (not the same one as the last throw) so receives another 5 points (team now has 20). The next toss is not caught (0 points). The next toss is caught in the remaining catch zone (another 5 points) needed for the Spaced Out bonus. Team receives 25 bonus points for completing a catch in all four zones. Team now has a total of 50 points. Team may now begin the task of completing a catch in all four zones again to achieve a second Spaced Out bonus.
- Teams do not need to complete catches in all four zones. If they choose, they can just go back and forth among two different zones scoring 5 points for each catch in a catch zone. The only limitation is that a team may not complete a catch in any zone two times in a row.

- In level 1, the judge **should** assist the handler in calling out the color of the zone in which a catch is completed or calling out the zone in which the team still needs a catch to achieve the Spaced Out bonus. The catch zones should be referred by the judge as pink, orange, white, and sweet spot (or whatever shapes and colors are being used).
- Teams may continue attempting catches until time expires.
- If the handler, dog, and at least one disc are in the sweet spot as the “T” in time is announced the team will receive a sweet spot bonus (5 points for Spaced Out).
- A disc, dog, or human in air prior to the “T” in time being called is in play until it hits the ground.

Tie Breaking: In the event of a tie, the following criteria will be used to determine placements: The team with the most Spaced Out bonuses breaks the tie and then the team with the least number of missed catches would break the tie. If all of the above criteria is identical, the two teams will each receive an additional 15 second round to score as many points as possible. A disc flip will determine which team goes first. The team with the highest score after the 15 second round wins the tiebreaker.

Spaced Out Ups and Achievements

Level 1 Achievements:

Point Achievements:

High Roller: 35 points or higher using nothing but rollers

Nifty Fifty: 50-99 points

Centurion: 100-149 points

Space Invader 150+ points

Special Achievements:

Golden Receiver: All discs caught regardless of where on the field

Space Cadet: All discs caught. No discs caught out of the starred zones. At least one spaced out grid cleared.

Level 1 Ups:

Bronze Up	200 Cumulative Points
Silver Up	400 Cumulative Points
Gold Up	600 Cumulative Points
Platinum UP	1000 Cumulative Points
Unobtainium UP	2000 Cumulative Points
Highroller UP	5 Highroller Achievements
Nifty Fifty UP	5 Nifty Fifty Achievements
Centurion UP	3 Centurion Achievements
Space Invader UP	2 Space Invader Achievements
Golden Receiver UP	5 Golden Receiver Achievements
Space Cadet UP	3 Space Cadet Achievements

Leveling Up to Level 2: Teams earning a Gold Up have the option of playing Spaced Out at level 1 or 2.

